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ABSTRACT

This book describes developments in interactive multimedia (IMM) in the early 1990s. Its aim is to provide educators, students, trainers, librarians, managers, and practitioners with an overview, not only of the directions and uses of the technology, but also of the research foundations and educational and contextual issues that need to be addressed if is to be widely and appropriately adopted. The following papers are included: (1) "IMM: An Overview" (Colin Latchem, John Williamson, and Lexie Henderson-Lancett); (2) "Interactive Multimedia Technology: A Summary of Current Developments" (Nigel Paine and Philip McAra); (3) "Developing Interactive Multimedia Courseware and Networks: Some Current Issues" (Alexander J. Romiszowski); (4) "Research Support for Interactive Multimedia: Existing Foundations and New Directions" (Thomas C. Reeves); (5) "Eyes on the Horizon, Feet on the Ground?" (Stephen Heppell); (6) "Interactive Multimedia in Education" (Peter Olaf Looms); (7) "Hypermedia, Multimedia and Human Factors" (Jenny Preece); (8) "Lifecycle Costing Models for Interactive Multimedia Systems" (William Tan and Ann Nguyen); (9) "Interactive Multimedia and Culturally Appropriate Ways of Learning" (Lyn Henderson); (10) "MAX--An Australian Approach to Audiographics in Schools" (Ian Conboy); (11) "Librarians Catch the Multimedia Wave" (John Frylinck and David Raitt); and (12) "The Jean Talon Project" (Eric Lugtigheid). All of the articles contain references, and a glossary of terms is included. (JLB)

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